



Additional Magic Item Features



A Gaming Supplement for
Dungeons & Dragons 5e



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EXTRA BACKSTORIES

The *Dungeon Master's Guide* for the 5th Edition of the world's greatest roleplaying game presents tables that DMs can use to add singular characteristics to magical items. These minor quirks, properties, historical details and origin-stories are a great way to present players with memorable and individualized rewards. In fact, the only draw-back to these tables is the limited number of entries.

This supplement presents expanded tables that incorporate the core content with additional magical item features to give players a greater dearth of customized game rewards. As outlined in the *Dungeon Master's Guide*, when players obtain new magical items, the DM may roll on one or all of these separate tables to add flavorful and memorable items to a player's ever expanding roster of loot.

WHO CREATED IT OR WAS INTENDED TO USE IT?

d100	Creator or Intended User
1	Aberration. The item was created by aberrations in ancient times, possibly for the use of favored humanoid thralls when seen from the corner of the eye, the item seems to be moving.
2-4	Human. The item was created during the heyday of a fallen human kingdom, or it is tied to a human of legend. It might hold writing in a forgotten tongue or symbols whose significance is lost to the ages.
5	Celestial. The item is half the normal weight and inscribed with feathered wings, suns and other symbols of good. Fiends find the item's presence repulsive.
6	Dragon. This item is made from scales and talons shed by a dragon. Perhaps it incorporates precious metals and gems from the dragon's hoard. It grows slightly warm when within 120 feet of a dragon.
7	Drow. The item is half the normal weight. It is black and inscribed with spiders and webs in honor of Lolth. It might function poorly, or disintegrate if exposed to sunlight for 1 minute or more.
8-9	Dwarf. The item is durable and has Dwarven runes worked into its design. It might be associated with a clan that would like to see it returned to their ancestral halls.
10	Elemental Air. The item is half the normal weight and feels hollow. If it's made of fabric, it is diaphanous.
11	Elemental Earth. The item might be crafted from stone. Any cloth or leather elements are studded with finely polished rock.
12	Elemental Fire. This item is warm to the touch, and any metal parts are crafted from black iron. Sigils of flames cover its surface. Shades of red and orange are the prominent colors.

WHO CREATED IT OR WAS INTENDED TO USE IT? - CONTINUED

d100	Creator or Intended User
13	Elemental Water. Lustrous fish scales replace leather or cloth on this item, and metal portions are instead crafted from seashells and worked coral as hard as any metal.
14-15	Elf. The item is half the normal weight. It is adorned with symbols of nature: leaves, vines, stars, and the like.
16	Fey. The item is exquisitely crafted from the finest materials and glows with a pale radiance in moonlight, shedding dim light in a 5-foot radius. Any metal in the item is silver or mithral, rather than iron or steel.
17	Fiend. The item is made of black iron or horn inscribed with runes, and any cloth or leather components are crafted from the hide of fiends. It is warm to the touch and features leering faces or vile runes engraved on its surface. Celestials find the item's presence repulsive.
18	Giant. The item is larger than normal and was crafted by giants for use by their smaller allies.
19	Gnome. The item is crafted to appear ordinary, and it might look worn. It could also incorporate gears and mechanical components, even if these aren't essential to the item's function.
20	Undead. The item incorporates imagery of death such as bones and skulls, and it might be crafted from parts of corpses. It feels cold to the touch.
21-22	Aarakocra. The item is half the normal weight and is devoid of inscriptions. Tiny polished and glittering stones are worked into areas of cloth or leather.
23	Aasimar. The item is half the normal weight and inscribed with feathered wings, suns and other symbols of good. Fiends find the item's presence repulsive.
24	Aboleth. The item is crudely made and portions of metal are instead crafted of hard stone. The item always feels cold and slick when held or wielded, and when seen from the corner of the eye, it appears to be moving.
25	Alhoon. The item always feels cold and slick when held or wielded and when seen from the corner of the eye, it appears to be moving. Illithids find the item's presence repulsive. It grows warm when within 120 feet of a creature able to cast arcane spells.

WHO CREATED IT OR WAS INTENDED TO USE IT? - CONTINUED

d100	Creator or Intended User
26-27	Anthropomorphic Mice. The item is smaller than normal and is incredibly comfortable to wield, lined with soft furs or leathers even if it would normally not come with such trimmings. Cats are unusually excited in its presence.
28	Bladeling. The item's surface is rough and always causes discomfort. Metal portions of the item are impervious to rust.
29	Bugbear. The item is slightly larger than normal and can be unwieldy. It is crafted of the most common of materials.
30	Centaur. The item is adorned with symbols of nature: leaves, vines, stars, and the like. No matter its condition it always has a faint odor of horses.
31-32	Cloud Giant. The item is slightly larger than normal and appears to shimmer when seen from the corner of the eye.
33-34	Coatl. The item is half the normal weight and inscribed with feathered wings, suns and other symbols of good. It is adorned with small trinkets and ornamental trophy parts of various evil humanoid creatures. Fiends find the item's presence repulsive.
35	Demilich. The item incorporates imagery of death such as bones and skulls, and it might be crafted from parts of corpses. It feels exceptionally heavy and cold to the touch.
36-37	Demon. The item is made of black iron or horn inscribed with runes, and any cloth or leather components are crafted from the hide of fiends. It is warm to the touch and features leering faces or vile runes engraved on its surface. Celestials find the item's presence repulsive.
38	Demon Prince. The item is made of black iron or horn inscribed with runes, and any cloth or leather components are crafted from the hide of fiends. It is warm to the touch and appears exceptionally regal and intimidating. It grows slightly warm when within 120 feet of a fiendish creature native to the Abyss. Celestials find the item's presence
39	Devil. The item is made of black iron or horn inscribed with runes, and any cloth or leather components are crafted from the hide of fiends. It is warm to the touch and studded with precious gems and other prized materials. Celestials find the item's presence repulsive.
40	Doppelganger. The item appears unexceptionally mundane. When seen from the corner of the eye, the item appears to change colors.
41	Dragonborn. This item is made from scales and talons of a slain dragon of ill repute. Perhaps it incorporates precious metals and gems from the dragon's hoard. It grows slightly warm when within 120 feet of a dragon.

WHO CREATED IT OR WAS INTENDED TO USE IT? - CONTINUED

d100	Creator or Intended User
42	Dragon, Shadow. The item is made of the scales and talons shed by a dragon of shadow. It is difficult to see in dim light and nearly impossible to see in magical darkness. It might function poorly, or disintegrate, if exposed to sunlight for 1 minute or more.
43-44	Duergar. The item is durable and made of black iron or hard stone with Dwarven runes worked into its design. Non-duergar dwarves find the item's presence repulsive.
45-46	Elf, Aquatic. Lustrous fish scales replace leather or cloth on this item, and metal portions are instead crafted from seashells and worked coral as hard as any metal. The item is half the normal weight and feels cool to the touch.
47	Elf, High. The item is exquisitely crafted from the finest materials and glows with a pale radiance in moonlight, shedding dim light in a 5-foot radius. Any metal in the item is silver or mithral, rather than iron or steel.
48	Firbolg. The item is exceptionally comfortable and slightly oversized. It is adorned with symbols of nature: leaves, vines, stars, and the like.
49	Fire Giant. The item is slightly oversized and feels warm to the touch. It might be crafted from stone and black iron and studded with finely polished rock.
50	Fomorian. This item might be crafted from stone and black iron. Any cloth or leather elements are studded with finely polished rock. Shades of black and purple are prominent colors.
51-52	Genasi, Air. The item is half the normal weight and feels hollow. If it's made of fabric, it is diaphanous.
53-54	Genasi, Earth. This item might be crafted from stone. Any cloth or leather elements are studded with finely polished rock.
55-56	Genasi, Fire. This item is warm to the touch and any metal parts are crafted from black iron. Sigils of flames cover its surface. Shades of red and orange are prominent colors.
57	Genasi, Water. Lustrous fish scales replace leather or cloth on this item, and metal portions are instead crafted from seashells and worked coral as hard as any metal.



WHO CREATED IT OR WAS INTENDED TO USE IT? - CONTINUED

d100	Creator or Intended User
58	Gnoll. The item is made to look intimidating and frightful, being festooned with skulls and other humanoid skeletal parts. Portions of metal are instead made of bone as hard as any metal. Bite marks are prominent.
59	Githyanki. The item is incredibly comfortable to wield and any metal in the item is silver, rather than iron or steel. Illithid's find the item's presence repulsive.
60	Githzerai. The item is crafted to appear nearly symmetrical and is inscribed with etched patterns that are soothing to behold. Illithid's find the item's presence repulsive.
61-62	Gnome, Deep (Svirfneblin). The item is slightly smaller than normal and might be crafted from stone. Any cloth or leather elements are studded with finely polished rock. The item is difficult to see in dim light.
63-64	Goblin. The item is slightly smaller than normal and crudely made. It is adorned with skulls and other minor trophies. Portions of metal are instead made of bone or stone as hard as any metal. Comical and inappropriate writings and personal notes are etched over the entirety of its surface.
65-66	Goliath. The item is slightly larger than normal. It is durable and might be crafted from stone. Any cloth or leather elements are studded with finely polished rock.
67	Grung. The item is slightly smaller than normal and somewhat translucent. Portions of metal are instead made of bone or stone as hard as any metal. The item has tiny etchings of insects carved into its surface.
68	Hag. The item is crafted from a wide variety of odd materials and features a good deal of the bones of humanoid creatures. Children find the item's presence repulsive.
69	Halfling. The item is slightly smaller than normal but comfortable to wield. It appears mundane and unexceptional.
70	Illithid. The item always feels cold and slick when held or wielded and when seen from the corner of the eye, it appears to be moving. Githyanki and githzerai find the item's presence repulsive.
71-72	Hengeyokai. The item is very comfortable to wield and is lined with soft furs or leathers even if it would normally not come with such trimmings. It is easily mistaken for an item of a similar type.
73-74	Kobold. The item is smaller than normal. It also incorporates all manner of items, bones, trinkets and mechanical parts that are clearly non-essential to its functioning, which occasionally disrupt its use.

WHO CREATED IT OR WAS INTENDED TO USE IT? - CONTINUED

d100	Creator or Intended User
75-76	Lizardfolk. The item is crudely made and portions of metal are instead made of bone or stone as hard as any metal. Markings and symbols are etched over the entirety of its surface and the item is painted with bright and garish coloring.
77	Lycanthrope. The item is crudely made but nevertheless exceptionally comfortable to wield. It is adorned with symbols of the moon in various stages.
78	Merfolk. The item is cool to the touch and lustrous fish scales replace leather or cloth while metal portions are instead crafted from seashells and worked coral as hard as any metal, otherwise the item appears unexceptionally mundane.
79	Minotaur. The item is crafted to appear nearly symmetrical and circular sigils are worked into its surface.
80	Oni. The item is made to look intimidating and frightful, being festooned with skulls and other humanoid skeletal parts. Portions of metal are instead made of bone as hard as any metal. Children find the item's presence repulsive.
81-82	Orc. The item is crudely made and appears intimidating, being festooned with skulls and other minor trophies. Portions of metal are instead made of bone or stone as hard as any metal. Markings and symbols are etched over the entirety of its surface.
83-84	Rakshasa. The item is crafted from the finest materials but is awkward to wield as it is fashioned to produce maximum effect while being held in a position opposite to its more familiar design. It always feels warm when wielded by a creature with a good alignment.



'Lizard Thing'
Michael Wight
gremlinlegions.blogspot.com.au
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WHO CREATED IT OR WAS INTENDED TO USE IT? - CONTINUED

d100	Creator or Intended User
85-86	Sahuagin. The item is cold to the touch and lustrous fish scales replace leather or cloth while metal portions are instead crafted from seashells and worked coral as hard as any metal. Bizarre runes cover every inch of the item's surface and the item always feels warm to the touch of devout followers of a good-aligned deity.
87-88	Shade. The item is made entirely of dark black materials and is difficult to see in dim light and nearly impossible to see in magical darkness. It might function poorly, or disintegrate, if exposed to sunlight for 1 minute or more.
89	Shardmind. Metal portions of this item are instead made of hard crystalline. It grows slightly warm when within 120 feet of an active portal to another plane of existence.
90	Slaadi. The item is crudely made and metal portions are instead made of hard stone and the bones of humanoid creatures. Skulls and polished rocks adorn the item with strange claw markings.
90	Spirit Folk. This item is half the normal weight and appears opaque in dim and very bright light.
91-92	Thri-kreen. Metal portions of this item are replaced by hard chitinous shells from large insectoid creatures. This item always feels somewhat awkward to wield.
93	Tabaxi. The item is very comfortable to wield and is lined with soft furs or leathers even if it would normally not come with such trimmings. Mice and other small rodents are loathe to come in contact with the item.
94-95	Tiefling. The item is crafted from the finest materials but appears ordinary and looks mundane. It grows slightly warm when within 120 feet of a fiendish creature native to the Nine Hells.
96-97	Vampire. The item is exquisitely beautiful, yet somewhat unsettling to behold. Animals are loathe to touch it. Occasionally, the item fails to cast a reflection in mirrored surfaces.
98	Warforged. The item is exceptionally sturdy and incorporates mechanical components, even if these aren't essential to the item's function. Metallic surfaces are also highly reflective to the point of easily being mistaken for mirrored glass.
99	Yuan-ti. The item is cold to the touch and leather or cloth portions are instead crafted from snakeskin. Metal portions are overlaid with spiral etchings.
100	Yugoloth. The item is rather bland looking, consisting of dark, monochromatic materials. Barely discernible, etched somewhere not easily noticed is the small imprint of a snarling jackal's head.

WHAT IS A DETAIL FROM ITS HISTORY?

1d20	History
1	Arcane. This item was created for an ancient order of spellcasters and bears the order's symbol.
2	Bane. This item was created by the foes of a particular culture or kind of creature. If the culture or creatures are still around, they might recognize the item and single out the bearer as an enemy.
3	Heroic. A great hero once wielded this item. Anyone who's familiar with the item's history expects great deeds from the new owner.
4	Ornament. The item was created to honor a special occasion. Inset gemstones, gold or platinum inlays, and gold or silver filigree adorn its surface.
5	Prophecy. The item features in a prophecy: its bearer is destined to play a key role in future events. Someone else who wants to play that role might try to steal the item, or someone who wants to prevent the prophecy from being fulfilled might try to kill the item's bearer.
6	Religious. The item was used in religious ceremonies dedicated to a particular deity. It has holy symbol's worked into it. The god's followers might try to persuade its owner to donate it to a temple, steal the item for themselves, or celebrate its use by a cleric or paladin of the same deity.
7	Sinister. This item is linked to a deed of great evil, such as a massacre or an assassination. It might have a name or be associated with a villain who used it. Anyone familiar with the item's history is likely to treat it and its owner with suspicion.
8	Symbol of Power. This item was once used as part of royal regalia or as a badge of high office. Its former owner or that person's descendants might desire it, or someone might mistakenly assume its new owner is the item's legitimate inheritor.
9	Disastrous. The item is linked to a name or lineage that fell to ruin and suffered constant misfortune. Anyone familiar with the item's history stays as far away from its new owner for fear of the item's notoriety.
10	Entertaining. The item is noted as featuring prominently in a famous entertainer's routines who wielded it during spectacular performances. Anyone familiar with its history is likely to enthusiastically insist its owner performs while in their presence, and become greatly disappointed if they fail to do so.
11	Formidable. The item is known to have been wielded by a hero of unrivaled skill. Anyone familiar with its history and who wishes for fame and fortunes will likely seek out and challenge the current owner whenever the opportunity presents itself.

WHAT IS A DETAIL FROM ITS HISTORY? - CONTINUED

1d20	History
12	Generous. The item is known to have had multiple owners, all of whom gave it away after a certain amount of time to others as a means of fostering goodwill. Anyone familiar with this history expects the current owner to do the same, including individuals who may follow them closely in hopes of being the item's next owner.
13	Kleptocracy. The item is noted as being part of a government or organization known for its excessive abuses and criminality. Individuals familiar with the culture are loathe to do business with the current owner for fear of being cheated.
14	Lovelorn. The item is noted as being a gift between beings who shared a well-admired connection. Anyone familiar with the tale views the current owner as a being well on their way towards finding true love, if they haven't already.
15	Minimalist. The item is linked to a being or culture known to be sparse of material goods and short on words. Owners of the item who are especially gregarious or adorned in obvious displays of wealth are openly mocked by those familiar with the item's former owner or culture.
16	Opulent. The item is linked to a being or dynasty of great wealth. Descendants, relatives or members of this lineage may seek its return, willing to pay enormously. Those familiar with the being or dynasty assume the current owner to be a member of this lineage or receive its patronage, and assume they have access to great wealth.
17	Slaying. The item is thought to have been crucial in the final blow that brought down a being of immense power. Its presence is enough to instill fear and hatred in beings that revere and honor the memory of their fallen idol, and would gladly seek revenge on their behalf.
18	Symbol of Peace. The item is noted for being gifted as part of a lasting peace treaty between warring factions, cultures or nations. If the current owner of the item belongs to one of these factions, members of these groups take a peaceable approach to them. However if the possessor breaks this trust they become sworn enemies.
19	Unique. The item was crafted by a being of great skill and is considered the finest work of its creator. Collectors, admirers of the creator or their descendants desire the item and are willing to go to great lengths to possess it.
20	Unnatural. The item is thought to have come from another plane of existence and is a source of extra-planar influence. Beings opposed to extra-planar incursions may aggressively wish to destroy the item. Conversely, beings with a penchant for extra-dimensional knowledge desire the item at all costs.

WHAT MINOR PROPERTY DOES IT HAVE?

1d100	Minor Property
1	Beacon. The bearer can use a bonus action to cause the item to shed bright light in a 10-foot radius and dim light for an additional 10 feet, or to extinguish the light.
2	Compass. The wielder can use an action to learn which way is north.
3	Conscientious. When the bearer of this item contemplates or undertakes a malevolent act, the item enhances pangs of conscience.
4	Delver. While underground, the bearer of this item always knows the item's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward.
5	Gleaming. The item never gets dirty.
6	Guardian. The item whispers warnings to its bearer, granting a +2 bonus to initiative if the bearer isn't incapacitated.
7	Harmonious. Attuning to this item takes only 1 minute.
8	Hidden Message. A message is hidden somewhere on the item. It might be visible only at a certain time of the year, under the light of one phase of the moon, or in a specific location.
9	Key. The item is used to unlock a container, chamber, vault or other entryway.
10	Language. The bearer can speak and understand a language of the DM's choice when the item is on the bearer's person.
11	Sentinel. Choose a kind of creature that is an enemy of the item's creator. This item glows faintly when such creatures are within 120 feet of it.
12	Song Craft. Whenever this item is struck or used to strike a foe, its bearer hears a fragment of an ancient song.
13	Strange Material. The item was created from a material that is bizarre given its purpose. Its durability is unaffected.
14	Temperate. The bearer suffers no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit.
15	Unbreakable. The item can't be broken. Special means must be used to destroy it.
16	War Leader. The bearer can use an action to cause his or her voice to carry clearly for up to 300 feet until the end of the bearer's next turn.
17	Waterborne. The item floats on water and other liquids. Its bearer has advantage on Strength (Athletics) checks to swim.
18	Wicked. When the bearer is presented with an opportunity to act in a selfish or malevolent way, the item heightens the bearers urge to do so.

WHAT MINOR PROPERTY DOES IT HAVE? - CONTINUED

1d100	Minor Property
19	Illusion. The item is imbued with illusion magic, allowing its bearer to alter the item's appearance in minor ways. Such alterations don't change how the item is worn, carried, or wielded, and they have no effects on its other magical properties. For example, the wearer could make a red rope appear blue, or make a gold ring look like it's made of ivory. The item reverts to its true appearance when no one is carrying or wearing it.
20	Roll twice, rerolling any additional 20s.
21-22	Aerial. As a bonus action the bearer can cause a harmless gust of wind to occur anywhere within 30 feet.
23-24	Air-trapping. The item allows the bearer to hold their breath for up to twice their normal limit.
25-26	Beast Friendly. Any animal companions or familiars you may have, have their maximum hit points increased by 2.
27-28	Birdsong. The bearer can use a bonus action to cause the item to emit the realistic call of a crow's cry that can be heard up to 120 feet away.
29-30	Bonded. The bearer can use an action to touch a living creature. For the next hour, the wielder always knows the direction and distance of this creature as long as they are within 120 feet of the wielder.
31-32	Brimstone. The item has an odor of brimstone and is mildly nauseous to all creatures confined in enclosed places with it including the wielder.
33-34	Cheating. As a bonus action the bearer can cause the face of a card to appear as a separate suit, number or take on some other characteristic.
35-36	Comical. As a bonus action the bearer can cause the item to emit the sound of up to six hands clapping that can be heard up to 30 feet away.
37-38	Connected. You always now the direction and distance of this item as long as it is within 120 feet of you.
39-40	Cornered. The item increases the bearers speed by 10 feet when they are frightened.
41-42	Diabolical. The bearer is always aware of the most minuscule details of any verbal or written contracts they enter into.
43-44	Ethereal. The item obstructs passage by creatures on the Ethereal plane.
45-46	Envious. If this item requires attunement, it counts as two items for purposes of attunement. If it does not require attunement, instead it does.

WHAT MINOR PROPERTY DOES IT HAVE? - CONTINUED

1d100	Minor Property
47-48	Fertile. As a bonus action, the wielder can cause plants within 10 feet to bloom as long as they are able to do so.
49-50	Frost. The bearer can use a bonus action to cause up to 1 ounce of non-magical, inorganic liquid to freeze by pressing the item against the substance.
51-52	Graceful. No matter the height, the item falls to the ground at a rate of 5 feet per round.
53-54	Heavy. The item is unusually heavy and can not be lifted or moved by anything with a Strength of less than 10.
55-56	Hypnotic. As an bonus action the bearer can cause the item to shift its colors in a confusing pattern.
57-58	Immovable. The bearer can issue a command word and place the item on a flat, non-living surface. Thereafter, the item can only be removed from its place by a creature that issues the same command word.
59-60	Infrared. The item is highly distractive to creatures that see exclusively in infrared light and they suffer a 10% chance of missing on all attacks against the bearer.
61-62	Manipulative. When the bearer is presented with an opportunity to lie, the item heightens the bearers urge to do so.
63-64	Moon Blessed. The bearer always knows the number of days until the next full moon.
65-66	Pocket-sized. No matter the items size, it can always fit completely in the bearers pocket.
67-68	Portentous. The item can see briefly into the future events of its bearer, granting a +1 bonus to initiative if the bearer isn't incapacitated.
69-70	Preening. This item always gives its bearer the appearance of being clean and well-groomed.
71-72	Quick-drawing. You can interact with this item once for free on you turn.



WHAT MINOR PROPERTY DOES IT HAVE? - CONTINUED

1d100	Minor Property
73-74	Quick-learner. The bearer is able to finish reading books, tomes and other written articles in 2/3 of the normal time required.
75-76	Rage-filled. When the bearer is presented with an opportunity to forgive a foe or competitor, the item heightens the urge not to do so. Additionally if the bearer has the ability to rage, they may choose to do so once as a free action between each of their long rests.
77-78	Repelling. As an action the bearer can cause all tiny and smaller insects to flee up to a foot away from the bearer, including those currently part of a swarm.
79-80	Rustless. The item can never be corroded due to rust.
81-82	Secretive. As a bonus action the bearer can whisper a short sentence to the item followed by a command word. Thereafter, any creature that holds the item and speaks the command word hears the sentence magically spoken in their head. The item can store only one sentence at a time.
83-84	Shadow. The item becomes invisible when left unattended in dim or dark light, including magical darkness.
85-86	Shrouded. As a bonus action, the bearer can cause all light within ten feet of the item to go from bright to dim, or dim to dark. The effect appears as shadowy overlays and does not affect any light sources in the area.
87-88	Silent. The item makes no noise when drawn or used.
89-90	Slippery. The bearer can issue a command word and cause the item to safely slide up to 60 feet along a flat surface in a single, unobstructed direction.
91-92	Subtle. As a bonus action the bearer can cause the item to appear as a mundane equivalent of itself. The illusion lasts for a up to a minute or until the bearer uses another bonus action to end it.
93-94	Thunderous. Whenever this item is struck or used to strike a foe, the bearer hears the sound of rumbling thunder.
95-96	Torturous. Whenever the opportunity to kill rather than wound an opponent presents itself to the bearer, the bearer feels strongly drawn towards the former.
97-98	Weatherbeaten. The item is impervious to the effects of the elements and is always appropriately dry or wet depending on the bearers choosing.
99-100	Wizardly. The item grows warm to the touch within a foot of a magical item not currently adorned by the bearer.

A QUICK READ

The Quick-learner minor property is useful for wizards and for research purposes, but also helpful in reducing the reading time requirement for [books of knowledge](#).

WHAT QUIRK DOES IT HAVE?

1d100	Quirk
1	Blissful. While in possession of the item, the bearer feels fortunate and optimistic about what the future holds. Butterflies and other harmless creatures might frolic in the item's presence.
2	Confident. The item helps its bearer feel self-assured.
3	Covetous. The item's bearer becomes obsessed with material wealth.
4	Frail. The item crumbles, frays, chips, or cracks slightly when wielded, worn or activated. This quirk has no effect on its properties, but if the item has seen much use, it looks decrepit.
5	Hungry. This item's magical properties function only if fresh blood from a humanoid has been applied to it within the past 24 hours. It needs only a drop to activate.
6	Loud. The item makes a loud noise-such as a clang, a shout or a resonating gong-when used.
7	Metamorphic. The item periodically and randomly alters its appearance in slight ways. The bearer has no control over these minor alterations, which have no effect on the item's use.
8	Muttering. The item grumbles and mutters. A creature who listens carefully to the item might learn something useful.
9	Painful. The bearer experiences a harmless flash of pain when using the item.
10	Possessive. The item demands attunement when first wielded or worn, and it doesn't allow its bearer to attune to other items. (Other items already attuned to the bearer remain so until their attunement ends.)
11	Repulsive. The bearer feels a sense of distaste when in contact with the item, and continues to sense discomfort while bearing it.
12	Slothful. The bearer of this item feels slothful and lethargic. While attuned to the item, the bearer requires 10 hours to finish a long rest.
13-14	Abominable. The wielder's shadow resembles a huge monstrous creature while the item is worn.
15-16	Abrasive. The item is excessively itchy.
17-18	Anxious. The item causes the wielders heart to beat exceptionally fast.

WHAT QUIRK DOES IT HAVE? - CONTINUED

1d100	Quirk
19-20	Barbaric. Whenever the item is used, the wielder gets an uncontrollable urge to howl.
21-22	Burning. Every dawn, the wielders skin breaks out with painful welts.
23-24	Cannibalistic. During every meal the item whispers about the delights of eating humanoid meat.
25-26	Changling. The bearers skin turns a light gray or midnight blue hue when the item is worn or used.
27-28	Charming. The item spontaneously causes creatures around the bearer to smile but otherwise does not affect their attitude.
29-30	Childlike. The item grows warm in the presence of children and begins to burn if the wielder attempts to harm child aged beings.
31-32	Deathly. When a creature dies within 10 feet of the item, the wielder hears a loud cackling laugh.
33-34	Durable. Wounds the bearer suffers leave no visible marking or scars once healed.
35-36	Early-riser. Each day at dawn a loud shrill melody erupts within the bearers mind causing them to awaken no matter how long they have rested.
37-38	Electrical. The item crackles with harmless electrical sparks when it is used or strikes a foe.
39-40	Empathetic. The bearer of the item unconsciously mimics the emotional state of the creatures around them.
41-42	Excitable. The bearers eyes always appear bloodshot.
43-44	Foresight. The bearer of the item begins to develop a non-functioning third eye on their forehead after 1d4 days.
45-46	Feckless. The wielders hair color changes every 1d4 days.
47-48	Geared. Mechanical items within 5 feet of the bearer of the item tend to work excessively well or breakdown quickly, depending on the bearers mood.
49-50	Graviton. Unattended tiny objects within 5 feet of the bearer begin to float if the bearer remains in the same place for more than 1 minute.
51-52	Gorging. The wielder of this item never feels sated no matter how much food they consume.
53-54	Heady. The bearers head grows slightly larger while the item is held or used.
55-56	Hirsute. The bearers hair grows quickly and thick, even in places their hair would normally not be growing in.
57-58	Hoarse. The item turns the bearers voice into a croaking whisper.
59-60	Infectious. The item leaves irritating scars wherever it touches flesh.

WHAT QUIRK DOES IT HAVE? - CONTINUED

1d100	Quirk
61-62	Interferring. The items echoes series of random numbers in the wielders head whenever they attempt to focus their mind on a complex task.
63-64	Labyrinthine. The wielder always dreams of being trapped in mazes.
65-66	Otherworldly. The bearers skin gives off a faint glow, usually red, which intensifies when they use arcane or magical powers.
67-68	Owned. A sigil bearing "Property of Malek" is stamped in bright ink on the item. It can be rubbed off but returns within 1d6 days on another item the wielder holds.
69-70	Quaint. The item whispers disapprovingly when the bearer breaks from traditional roles of its native culture.
71-72	Reckless. The item whispers to the wielder whenever the opportunity presents itself that the most rash course of action is always the most desirable.
73-74	Revelrous. The item causes the wielder to cry tears tasting of wine and sweat droplets tasting of ale.
75-76	Rosy. The item causes the wielder to see the world in varied shades of red but otherwise has no effect on their perception.
77-78	Sea-faring. The wielder occasionally smells the scent of ocean mist.
79-80	Shadesight. While the item is being used, the bearers eyes become swirling black orbs.
81-82	Shadowy. When wielded, the bearer sees shadows swirling around them.
83-84	Stricken. The item causes the bearers hair to fall out and does so again each day at dawn.
85-86	Steamy. When the item is used or strikes a foe, steam issues from the wielders mouth and ears.
87-88	Stricken. The item causes the bearers hair to fall out and does so again each day at dawn.
89-90	Terrifying. The bearer experiences great fear while holding or using the item.
91-92	Withering. The item causes the bearers skin to become pallid while held or used.
93-94	Vibrating. The item causes metallic objects within 10 feet to vibrate with a low hum.
95-96	Violet. The eyes of the wielder turn a deep shade of purple.
97-98	Vegetative. The item grows a soft yellowish moss each dawn that is easily removed.
99-100	Venomous. The item hisses when it is used or strikes a foe.